LIMITED WARRANTY

SWAT 4
SPECIAL WEAPONS AND TACTICS

SYSTEM REQUIREMENTS

MINIMUM SPECIFICATION
- Intel® Pentium® III 1.0 GHz / Intel® Celeron® 1.2 GHz / AMD® Athlon™ 1.2 GHz
- 256 MB RAM
- 2 GB free hard disk space
- DirectX® 8.1-compatible audio support
- Minimum: NVIDIA® GeForce® 2 (MX 200/400 not supported) w/32 MB or ATI® Radeon® 8500 w/64 MB with Microsoft® DirectX® 9 drivers installed
- One of the following operating systems must be installed for SWAT 4 to run: Windows® 98SE, Windows® 2000 with Service Pack 3 installed or Windows® XP with Service Pack 1 installed.

RECOMMENDED SPECIFICATION
The recommended specification is exactly the same as the minimum specification with the following changes:

- 2.4 GHz Pentium® 4, Athlon™ XP 2500+, or equivalent
- GeForce® 4 Ti (not MX) w/128 MB, ATI® Radeon® 9500 w/128 MB with Microsoft® DirectX® 9 drivers installed
- Windows® XP with Service Pack 2 installed

INTERNET/MULTIPLAYER REQUIREMENTS
32-bit Internet service provider with 56k modem or a (LAN) local area network

INSTALLATION
Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the "Install" tab and follow the on-screen instructions. If AutoPlay is disabled, click on the "My Computer" icon located on your desktop. Double click on the CD-ROM drive icon and follow the on-screen instructions.

You will be asked to install DirectX during your installation if you have not already done so. This software is required to run SWAT 4. Carefully read and follow the on-screen instructions during the installation process. When the installation is complete, you will be asked to register your product with Sierra Entertainment. Registration is strongly advised, as it will allow you to receive important product update information.

Several icons will be placed on your Start Menu or Desktop (whichever you indicated during the installation process). Double click on the SWAT 4 icon to play. After an introduction movie, you will be taken to the MAIN MENU.

MENUS AND OPTIONS

The main menu allows you to start a new career, jump straight into instant action, play multiplayer or even create your own missions. You can return to the main menu by clicking on a main menu button when available.

SINGLE-PLAYER GAME

CAREER

To begin playing SWAT 4, click on Play Career. You will be taken to the Career Menu where you will be asked to name your new SWAT officer.

After entering your name, click on the "Create Career" button to start your career in law enforcement. If you have already

created a career, you can continue by selecting your officer's name in the dropdown box and clicking on "Play Career." Whether you are starting a new career or resuming a previously saved one, you will be taken to the Mission screen.

SELECTING A MISSION

From the Mission screen, you can select the mission you would like to play. A listing of all available missions is displayed in the column on the left. The newest mission is always displayed at the bottom of the list. Highlight the mission you would like to play.

Difficulty: You can select the difficulty for the mission on this screen. Be careful with this one. Raising the difficulty will make suspects harder to apprehend and you will need a higher score to complete missions:

Easy	You may move on to the next level regardless of score.
Normal	You must achieve a score of 50 to advance.
Hard	You must achieve a score of 75 to advance.
Elite	You must achieve a score of 95 to advance.

Mission Results: The best score achieved for each difficulty is displayed under Mission Results.

You can choose to start the mission immediately if you would like. But it is recommended that you listen to your Commander's briefing first, as there may be mission-critical information that could affect your squad's objective, deployment and equipment.

BRIEFING
In the briefing, you'll receive the latest updates on the crisis at hand. You'll use this intel to determine the best point of entry and what equipment you need to bring.

Objectives: View the mission's briefing and objectives here. You can listen to the mission briefing and any related 911 calls. As a SWAT officer, your primary goal is always to bring order to chaos. Fail any of the mission objectives and you will fail your mission.

Entry: Displays a map of the location if available. You can also choose an entry point if there is more than one.

Suspects: Any known information on the suspects is displayed here.

Civilians: Known civilians that could be in danger are shown here.

Timeline: The chronological order of events that lead up to the mission are plotted out on this screen.

EQUIPMENT
In SWAT 4, you can outfit your entire squad to suit the situation you will be facing. Consider the situation you'll be entering when you choose your weapons.

Each squad member can be configured to have an entirely different weapon setup. To do this, click on the squad member's portrait. After you select the squad member, the screen will update with what he is currently carrying. If you do not change what the officers are carrying, your squad will use pre-set weapon defaults. These defaults are good for most situations but may not always be the best decision.

You can change the primary and secondary weapons as well as the tactical and breaching equipment each officer is carrying. To do this, click the arrows underneath each item. This will allow you to scroll through the list of available items.

CHOOSING THE RIGHT EQUIPMENT FOR THE JOB

It's your duty to give your squad the tactical advantage through the proper selection of equipment. Consider the environment you'll be entering in the mission, the number of hostages and whether or not the suspects may be wearing body armor.

If you're going to be in close quarters combat with a lot of hostages, you may want to consider taking some less-lethal weapons with you. You'll still be able to take the suspects down, but you won't be as much of a danger to the hostages in a furious firefight.

Consider also which type of ammunition you should take along with you. Jacketed hollow point rounds are effective against unarmored opponents behind little cover. If you're up against barricaded suspects wearing body armor, you're going to need the full metal jacket rounds. They can punch through body armor and even through doors.

WEAPONS

PRIMARY WEAPONS

Colt M4A1 Carbine
The Colt M4A1 carbine is based on the tried-and-true design of the M16 assault rifle used by the United States Army. The shorter carbine design makes it a more viable weapon than the M16 in close-quarters situations. Using .223 caliber rifle ammunition in both full metal jacket and jacketed hollow point configurations, the Colt carbine is the most powerful weapon available to SWAT officers. It is equipped with a fire mode selector allowing semiautomatic as well as fully-automatic firing.

.45 SMG
The .45 caliber submachine gun is comparable to the 9mm SMG in almost every way. Built largely of glass-fiber reinforced polymers, this lightweight submachine gun provides the same reliability as the 9mm model with the added punch of the larger .45 caliber round. The heavier bullet provides superior penetration of armored targets with FMJ rounds than the 9mm, despite having a lower muzzle velocity and slower cyclical rate of fire. This model is equipped with a fire mode selector allowing semiautomatic and fully-automatic firing modes.

Suppressed 9mm SMG
This 9mm submachine gun is designed by a world-renowned German manufacturer. It is preferred by many paramilitary groups throughout the world for urban tactical engagements. This versatile SMG can fire either full metal jacket or jacketed hollow point 9mm pistol ammunition, but it lacks the stopping power of the Colt Carbine. Its key advantage is its compact design, which allows superior maneuverability in indoor situations. This model is equipped with a fire mode selector allowing semiautomatic and three-round-burst firing modes. It also sports a sound and flash suppressor for when stealth is paramount.

9mm SMG
Identical to the Suppressed 9mm SMG but without the silencer and flash suppressor. Even though this weapon is louder than its suppressed counterpart, the muzzle velocity is slightly higher, allowing for better stopping power.

Pepper-ball Gun
The Pepper-ball gun is based on technology originally designed for recreational paintball. Compressed carbon dioxide ejects the ammunition at relatively high velocities. The Pepper-ball gun allows officers to quickly deploy OC at specific targets in more easily controlled quantities and at significantly longer ranges than a grenade or standard pepper spray. With its large ammunition hopper, this weapon never needs to be reloaded under normal operating conditions.

Less-Lethal Shotgun
The less-lethal shotgun is a Benelli Nova pump-action shotgun which is always loaded with less-than-lethal beanbag rounds. It is most often used on an uncooperative suspect or civilian. The specially-designated less-lethal shotgun is necessary to eliminate errors that can occur from individually loading lethal or less-than-lethal munitions into the same weapon. To remind the operators that this particular weapon is only to be loaded with less-than-lethal ammunition, it has been painted green. The beanbag ammunition provides a powerful blunt force impact on the target. This causes extreme pain and disorientation.

Nova Pump
A relatively new design from Benelli, the Nova pump is the top of the line in pump-action shotguns. Although it fires a bit slower than the semiautomatic M4 Super 90, its attached magazine extender allows the Nova pump to hold up to 8 shells at one time.

M4 Super 90
The Benelli M4 Super 90 tactical shotgun is a highly reliable 12-gauge shotgun that has proven itself time and again in the field. This model features an auto loader, allowing for semiautomatic firing of its five-round magazine. This powerful weapon is capable of dealing extreme damage quickly and accurately. It has only two drawbacks: its bulk can make it difficult to handle in close quarters, its magazine is relatively small.

GB36s Assault Rifle
The GB36s Assault Rifle is a lightweight, full-sized assault rifle originally developed in the 1990s for the German Bundeswehr. It is now world-renowned as an incredibly reliable all-around assault rifle. Firing a mid-sized 5.56mm rifle round, this weapon is equipped with a fire mode selector allowing for a 2-round burst as well as fully-automatic firing.

AK-47
The AK-47 was developed in the Soviet Union in 1947 and became standard issue in the Soviet army in 1951. It has remained in service in many third-world armies as well as terrorist organizations around the world due to its dependability and the ease with which it can be maintained. It has a slower rate of fire and lower muzzle velocity than the Colt M4A1, but it uses a higher-caliber bullet which makes it comparable to its American counterpart at short ranges. Since the weapon is not normally used by SWAT, it is not equipped with a tactical flashlight.

Gal Submachine Gun
The Gal is a compact and reliable submachine gun that was developed in the early fifties in Israel. It has a very high rate of fire and can be hard to control when fired in full-auto mode. This model is equipped with a suppressor, making it a good choice for stealth. Since the weapon is not normally used by SWAT, it is not equipped with a tactical flashlight.

M1911 Handgun
The Colt M1911 handgun has been a mainstay in law enforcement for decades. This .45 caliber weapon packs a powerful punch and is the most common backup weapon for SWAT officers. This semiautomatic weapon has an 8-round magazine and can fire both full metal jacket and jacketed hollow point ammunition.

Colt Python Revolver
The Colt Python is among the most famous of Colt revolvers and was introduced in 1955. It is chambered for the powerful .357 Magnum ammunition making it one of the most powerful hand guns on the market. Its power is offset by its slow rate of fire and arduous reload. It also it is not equipped with a tactical flashlight.

Taser Stun Gun
The Taser stun gun works on the principal of Electro-Muscular Disruption (EMD). It fires small electrodes into the target and then sends a powerful electric charge down the thin wires. The EMD effect causes involuntary contraction of the target's muscle tissue regardless of an individual's pain tolerance or mental focus. The effect is painful and demoralizing to even the most aggressive suspects.The Taser has two key drawbacks: it has a relatively short range and new electrodes must be loaded after each shot.

9mm Handgun
This Austrian-designed handgun is largely made of high-tech polymer plastics. This construction results in a weapon that is incredibly easy to handle and manipulate. Although less powerful than the Colt M1911, it boasts a 17-round magazine. Its ease of use, accuracy and "safe-action" trigger has made it a popular choice for law enforcement agencies.

Pepper Spray

While generally used for riot control, handheld pepper spray canisters can be an effective tool for subduing uncooperative targets. The active ingredient in pepper spray is Oleoresin Capsicum or OC. OC is an inflammatory agent that causes the eyes to swell up and close. It also causes a burning sensation on any exposed skin. Due to its limited range and area of effect, it is best used in addition to other non-lethal devices to cause a suspect or hostage to comply.

Stinger Grenade

The sting grenade, or Stinger, is filled with many small rubber balls. Upon detonation, these balls are ejected from the grenade, bombarding targets with blunt force projectiles. The rubber balls will not penetrate the skin but can cause dizziness, disorientation and severe pain from the impact. While considered less-lethal, the sting grenade can cause severe injury if it detonates in very close proximity to someone.

Flashbang

The flashbang is a diversionary device that stuns and disorients people with an explosive report and a brilliant flash. People who are affected by the device can be temporarily blinded and deafened by the blast, including your own squad mates. However, targets wearing flash suppression goggles won't be affected. During this time, SWAT has a significant tactical advantage over the affected persons. Flashbangs are designed so that they will not fragment upon detonation. However they can cause serious injury if detonated occurs in close proximity to a person. Caution is advised.

CS Gas

This grenade emits Chlorobenzylidene malonitrile or CS. CS is a chemical agent that causes tearing in the eyes and irritation of the mucus membranes. Commonly known as tear gas, this agent causes people to lose visual acuity and have difficulty breathing. While under the influence of tear gas, suspects are at a significant disadvantage when encountering officers.

Door Wedge

This specially-designed tactical wedge is slid under the door and then activated. The spring-loaded action flips up wedges, preventing the door from opening in either direction. The rubber coating along the bottom of the wedge increases friction, making it extremely difficult to push open with brute force. It can only be removed with a special SWAT tool kit, reducing the risk of a suspect dislodging the device.

Optiwand

The optiwand is a sophisticated observation device that allows officers to examine situations around corners and under closed doors without exposing themselves to lines of fire. On top of the device is a small LCD screen which displays the images seen by the camera at the end of the expandable rod. It is an invaluable tool for gathering intelligence on suspect and civilian locations before performing dangerous clear routines and potentially exposing your team to fire.

BREACHING EQUIPMENT

Shotgun

The breaching shotgun is a specially-modified, pump-action shotgun designed to breach locked doors. The weapon fires breaching ammo that is designed to quickly break into very small pieces upon impact. This behavior reduces penetration and increases damage upon impact with hard surfaces. These factors make it ideal for breaking locks on doors without penetrating the door and harming someone on the other side. The toothed extender on the barrel allows officers to jam the weapon into the door and ensures the correct distance from the lock for the breaching ammo to be most effective. The breaching shotgun's compact design permits officers to carry it on their backs, allowing it to be carried in addition to the primary weapon.

C2 Explosives
The C2 breaching charge is a powerful and devastating method of breaching a door. The compact, and specially-designed charge destroys the locking mechanism of the door and forcefully opens the door at the same time. The noise and shock of the detonation causes people on the opposite side of the door to react in a similar manner to a flashbang detonation, which can provide a tactical advantage for using C2 instead of the breaching shotgun. The C2 breaching charge is an explosive and can injure or kill anyone unlucky enough to be directly behind the door.

TRAINING
Play the training mission and learn all the basic skills needed to play the game. It is highly recommended that all officers complete this training course, where all the fundamentals of commanding your element, or squad, are taught.

INSTANT ACTION
Play the most recent mission with the default options.

Clicking on this option will take you directly into the most recent mission you have completed with the default options set. This will take you directly into the game. If you have not completed any missions yet, this will take you to the tutorial.

CREATE AND PLAY YOUR OWN MISSIONS
With SWAT 4, you're able to create your very own missions using a variety of options with the Quick Mission Maker. There are a number of options that you can set. You can use the map from that mission to create your very own scenario. You can even save these missions and share them with your friends.

PLAY QUICK MISSION
Play missions that you have created with the Quick Mission Maker.

QUICK MISSION MAKER
You can create your own scenarios based on the single-player missions in the game.

Scenario:	Select an existing scenario from the list. Click on this text to sort the scenarios alphabetically by name.
Pack:	Click on this text to sort alphabetically by pack name.
Play:	Play the selected scenario.
New:	Create a new scenario.
Edit:	Edit the selected scenario.
Delete:	Delete the selected scenario.

MISSION

Mission:	Select the map to use for this scenario.
Use Campaign Objectives:	Check this box if you wish to use the campaign objectives from the single-player mission.
Difficulty:	Select the difficulty for your scenario.
Available Objectives:	Select a mission objective and use the right-facing arrow button to move it to the selected mission objectives on the right.
Selected Objectives:	The mission objectives for your scenario. Select an objective and use the left-facing arrow button to remove it from the list.
Entry Point:	Force Primary, Secondary (if available) or let the player choose.
Time Limit:	Set the time limit for the mission. Check the box if you do not want any time restrictions.

SQUAD

Lone Wolf:	Check this box to remove all officers from the squad and go it alone.
Officers:	Click on an officer to add or remove him from the squad.
Loadout:	Select a predefined set of equipment for each officer.

Use Campaign Settings: Check this box to use the civilians specified in the original mission.

Available Archetypes: Any model from the game can be selected as a civilian. Highlight the model type and click the right-facing arrow to add it to the selected list.

Selected Archetypes: The civilian types for your scenario. Highlight a civilian type and click the left-facing arrow to remove it from the list.

Number of Hostages: Adjust the minimum and maximum number of civilians that appear in the level.

Morale: Set the minimum and maximum resistance to compliance yells. A morale of 1 means they will never give up unless their morale is modified by less lethal weapons. Higher morale score means they will almost never give up.

SUSPECTS

Use Campaign Settings: Check this box to use the suspects specified in the original mission.

Available Archetypes: Any model from the game can be selected as a suspect. Highlight the model type and click the right-facing arrow to add it to the selected list.

Selected Archetypes: The suspect types for your scenario. Highlight a suspect type and click the left-facing arrow to remove it from the list.

Number of Suspects: Adjust the minimum and maximum number of suspects that appear in the level.

Skill: Set the skill level of the suspects in this scenario.

Morale: Set the minimum and maximum resistance to compliance yells.

Primary Weapon / Backup Weapon: Select the types of weapons the suspects can use.

SAVE

Scenario name: Enter a name for the newly-created scenario.

Pack Name: Select a pack or create a new one. Packs are collections of custom missions created through the Quick Mission Maker by you or other members of the SWAT 4 community.

Missions are saved with the .pak extension in the SWAT4\content\scenarios folder. Share these missions with friends or download new ones that have been created by other people. All scenarios must be placed in the scenarios folder for them to show up in the Edit menu can be played through "play quick missions."

Notes: Enter a note about the custom mission. This message will be seen on the Mission screen when the mission is played. This is a good place for you to enter information about the mission for people who have downloaded your custom mission.

MULTIPLAYER GAME

HOSTING A GAME

Server Name:	Type a name for the server. The default server name is "SWAT 4 Server."
Player Name:	Enter the name you would like to use to identify yourself in multiplayer and cooperative games.
Password:	You can password-protect your server so only those who have the password can join.
Available Map List:	Use this to determine the levels that you wish to use and the order in which they will be played. Available maps are on the left. Click on a map name to highlight it. A picture and brief description of that level will be displayed on the right side of screen. Click the right-facing arrow button to add a map to the selected Map Rotation list on the right.
Map Rotation:	Selected maps are listed here. To remove a map from the list, click on the map name to highlight it and then click on the left-facing arrow button. The map name displayed in green will be the first map that will be loaded. Double click any map name to make that the first map loaded in the rotation.
Round Time:	This is the maximum time limit for the round.
Time Between Rounds:	The time before the server loads the next map after the current round ends. This can be bypassed when all players select Ready.
Mission Ready Time:	The time before a round starts. This time can be used to select player equipment and wait for new players to join in. This can be bypassed when all players select Ready.

Number of Rounds:	Set the number of rounds to be played on each map.
Game Type:	All game types are team-based, SWAT vs. Suspects.
Barricaded Suspects:	Both SWAT and the Suspects gain points by neutralizing or arresting members of the opposing team. The winner is the first team to reach the score limit or the team with the highest score when the round timer ends.
VIP Escort:	One SWAT member is randomly selected to be the VIP. The Suspects must arrest the VIP and hold him captive for two minutes before they can assassinate him. SWAT must escort the VIP to the extraction point in the mission area while preventing the Suspects from arresting him. SWAT wins if the VIP successfully reaches the extraction point or if the Suspects kill the VIP without arresting and holding him for two minutes. The Suspects win if they assassinate the VIP after arresting and holding him for two minutes or if the VIP is killed by a SWAT officer.
Rapid Deployment:	3 to 5 bombs are randomly placed around the mission area. SWAT must locate and disable all bombs within the designated time limit to win the round. If SWAT does not disable all of the bombs within the designated time limit, the bombs will detonate and the Suspects will win the round.
CO-OP:	This Cooperative mode allows you to play through the Single Player missions with up to four other people.
Score Limit:	The team that reaches this score first before time runs out wins the round.
Max Players:	The total number of players allowed to enter your game. The maximum is 16.
Quick Round Reset:	If Number of Rounds is set to more than one, this setting will start the new round on the same map without reloading. This saves on loading time but all interactive elements of a level, such open doors and broken windows, will remain in the same state as the previous round.
LAN/Internet:	Play a multiplayer or cooperative game over the Internet or Local Area Network.
Friendly Fire:	Modifies the damage inflicted by weapons fired on teammates.

Disable Respawn:	Only available in Barricaded Suspects game mode. Players that are killed or arrested will not be able to rejoin until the next round.
Show Enemy Names:	Names of enemies will be displayed on screen when the crosshair is on them.
Show Teammate Names:	Names of teammates will be displayed on screen when the crosshair is on them.
Arrests Only (Disable Damage):	Lethal weapons will not do any damage. The only method of eliminating your opponent is by arresting them. This option is not available in the VIP Escort multiplayer game type.
Use Primary Entry Point:	Use the primary entry point for all maps that have two entries in the Map Rotation list.

JOINING A GAME

Password Protected:	A padlock icon will be shown to the left of the server name if that server requires a password to join.
Server Name:	Lists the name of each server in a column. Select this text to sort the list alphabetically based on the server name.
Players:	Lists the number of players/max. players for each server in a column. Select this text to sort the list in ascending or descending order based on number.
Ping:	Lists the ping of each server in a column. Select this text to sort the list in ascending or descending order based on ping rate.
Game Type:	Lists the type of game mode in a column. Select this text to sort the list alphabetically based on the server name.
Map Name:	Lists the current map on each server in a column. Select this text to sort the list alphabetically based on map name.
IP address:	Lists the IP address of each server. Select this text to sort by IP address.
Player Name:	Enter the name you want to be displayed for multiplayer and cooperative games.

Update:	Update the server list.
Refresh:	Quickly update all of the data in the current list of servers including ping, number of players and current maps.
Direct IP:	Join a specific IP address.
Filters:	Select any of the following filters for server lists: Max. Ping, Hide Password Protected, Game Type, and Full. Select the Check to confirm or X to cancel. Click Update for the filter to take effect.
Internet/LAN:	Select whether to display Internet or Local Area Network games.
Join:	Join the selected server.

SETTINGS

AUDIO SETTINGS

Music Volume:	Increase or decrease the music volume in the game.
Sound Volume:	Increase or decrease the sound effects volume in the game.
Voice Volume:	Increase or decrease the voice volume in the game.

VIDEO SETTINGS
When you start Swat 4 for the first time, the settings are automatically set to the best balance of performance and graphic quality. Changing these settings could affect performance.

RENDER DETAIL
Choosing "Very High", "High", "Medium" or "Low" for the Render Detail video option will automatically configure the individual rendering options for best performance on various machine types (for example, choosing "Very High" render detail will choose appropriate settings for a top-of-the-line machine and video card). When you choose "Custom" Render Detail, the game will unlock all the individual rendering options (such as Glow Detail, Texture Detail, etc) so that the user can customize each option individually to his or her preference. Select from the four preset settings.

Screen Resolution:	Choose from 4 different screen resolutions (800x600, 1024x768, 1280x1024, 1600x1200).
Brightness:	Adjust the brightness.
Contrast:	Adjust the contrast.
Gamma:	Adjust the gamma.

CUSTOM RENDER DETAIL SETTINGS

Glow Detail:	This controls the quality of the "Glow" effect in the game. An example of the Glow effect is the fuzzy glowing that you see around the edges of neon signs in the game.
Bump Map Detail:	This controls how many objects in the game use bump mapping (sometimes called normal mapping) and the amount of detail in the bump mapping effect. Higher detail settings will result in higher quality bump mapping, but will also slow down rendering and increase load times.
Texture Detail:	This controls the amount of detail in the in-game textures. Higher detail settings will result in higher-quality visuals but will also slow down rendering and increase load times.
World Detail:	This controls the visual complexity of the game environments. In general, higher detail settings will result in more physical and breakable objects being present in the world, as well as more lighting effects and particle systems.
Allow PS2.0 Shaders:	On cards that support PS2.0, this option lets you disable that capability and instead use the older Pixel Shader 1.1 rendering model. In most cases, PS2.0 is faster and better looking, but using PS1.1 on some video cards may result in faster rendering.

GAME CONTROLS

CLASSIC COMMAND INTERFACE
Based on SWAT 3 controls, this interface uses hot keys to issue commands. Because all of the commands are issued using the number keys in this mode, weapon and item selection is moved to the function keys. All command prompts are shown in a small window at the top left of the screen.

GRAPHIC COMMAND INTERFACE
Issuing commands is very simple in SWAT 4. Simply use the right mouse button to bring up the command interface and select the desired action. Styles 1-4 modify the way you can open, select and close the GCI.

Exit Menu Option:	This adds an exit option to the GCI, giving you an alternate way to exit the command interface. This will take affect after you restart the level.
Mouse Sensitivity:	Adjust the sensitivity of the mouse.
Subtitling:	Enabling this option will turn on subtitles for spoken audio. This will take affect after you restart the level.
Show Help Text:	Move your mouse over a menu option. Text describing that option will be shown in the bottom-left-hand corner of the screen.
Invert Mouse Y-Axis:	Invert the up and down control of the mouse.
Always Run:	Change the default movement from walk to run. Faster movement affects your aim.
Player Name:	Enter the name you want to be displayed for multiplayer and cooperative games.
Voice Type:	Select the voice that is used for your officer in multiplayer and cooperative games.
Connection Speed:	Select your type of Internet connection.
Keyboard Config.:	The Keyboard Config. menu allows you to customize your in-game controls. Click on the function you want to change to select it. Then click on the Change Key Binding button. Finish by selecting the keyboard key or mouse button to which you would like to assign the function. There are four separate keyboard mapping screens: Movement, Interaction, Command and Reserved. Note that keys listed under the Reserved tab cannot be modified.
Reset to Defaults:	Use this to reset the default settings for that particular menu.

PLAYING THE GAME

COMMANDING YOUR TEAM

You are in charge of your squad, or element, in SWAT 4. A team will consist of the player and a 4-man element made up of two teams of two, the Red Team and the Blue Team.

You can direct your commands to Red Team, Blue Team or the full element by pressing the Tab key to cycle through each group. The color of the GCI will change to the corresponding color.

TEAM VIEWPORTS

Members of your SWAT team are outfitted with a helmet-mounted camera. Pressing the Insert key will access the viewport of Red Team. A small window will appear in the

upper-right-hand portion of the screen. The viewport will be labeled with the name of the character whose you are viewing. The name will be written in the color of the team to which the character belongs. Within this viewport, you will see what that character sees. Pressing Insert again will toggle to the second member of that same team.

Press the Home key to access the Blue Team's viewport, which works in the same way.

CONTROLLING TEAM MEMBERS THROUGH VIEWPORTS

You can issue commands through the viewports. Press the CAPS LOCK key to expand the viewport. While expanded, you can use the mouse to look around from your officer's

perspective and issue commands from that location. Press the CAPS LOCK key again to return the viewport to its normal size and return control to the main screen.

While the cursor is in the viewport, players can use the mouse to move the cursor around the view. Players can issue commands using this cursor in the same way they can in the main viewport.

QUICK COMMAND

SWAT 4 uses context-sensitive commands that can be executed by pressing the spacebar. The Quick Command is displayed in the lower-right portion of the screen. The color of the square to the left of the text indicates whether the command will go to Red Team, Blue Team or your entire element. As with the GCI, pressing Tab will cycle through your available team options.

COMMAND LIST:

Fall In	Orders your squad to get in position around you.
Move To	Orders the selected squad to move to a specific location determined by the position your targeting reticule when then command is issued.
Cover	Commands the selected squad to provide cover for you while you move.
Deploy	Opens the deploy menu to order the selected squad to deploy grenades or tactical equipment.
Stack Up	Commands the selected squad to stack up on a corner or door and hold the position until further orders are given. If the officers stack up on a door, they will check to see if the door is locked
Pick Lock	Orders the officer to pick the lock on a locked door.
Move & Clear	Orders your selected squad to move through an area and clear it of suspects.
Open & Make Entry	Orders your selected squad to check the door and make entry if the door is not locked. If the door is locked, your officers will tell you so and will stop until you tell them to breach the door.
Open & Clear	Orders your selected squad to check the door and clear the room of suspects if the door is not locked. If the door is locked, your officers will stop and wait for you to order them to breach the door.
Breach & Make Entry	Orders your selected squad to breach the door and enter the room.
Bang & Clear	Orders your selected squad to use a flashbang grenade before entering the room to clear it.
Gas & Clear	Orders your selected squad to use a CS Gas Grenade before entering the room.
Sting & Clear	Orders your selected squad to use a Sting Grenade before entering the room.
Mirror Room	Orders your selected squad to use the Optiwand to scan for suspects in a room. This is done on an open door.
Mirror Under Door	Orders your selected squad to use the Optiwand underneath a closed door to scan for suspects.
Deploy Commands	Orders your selected squad to deploy any of the following: Pepper-ball gun, Taser, Flashbang, CS Gas Grenade, Sting Grenade, Pepper Spray, C2 Explosive, Breaching Shotgun, Less-Lethal Shotgun or the Door Wedge.

Restrain	Orders your selected squad to restrain a suspect or hostage.
Secure Evidence	Orders your selected squad to secure evidence such as a weapon.
Remove Wedge	Orders your selected squad to remove a Door Wedge from a door.
Remove C2	Orders your selected squad to remove a C2 explosive charge before it is detonated.
Mirror Corner	Orders your selected squad to deploy the Optiwand and scan around a corner for suspects.
Disable	Orders your selected squad to disable an explosive device.
Exit Mission	Use Key on Mission Exit door. This will end mission.

COOPERATIVE RESPONSES

Your teammates can respond with a positive or negative response once you have given the command.

OTHER CONTEXT-SENSITIVE ACTIONS

When interacting with doors or blind corners, you may see an icon appear that corresponds to one of the actions below.

Pointing at Locked Door with Toolkit	FIRE (Hold): Pick Lock
Pointing at Bomb with Toolkit	FIRE (Hold): Disable Bomb
Pointing at Door with C2	FIRE (Hold): Set Charge
Pointing at Door with Wedge	FIRE (Hold): Deploy Wedge
Pointing at Door with Breaching Shotgun	FIRE: Breach Door
Pointing at Door with Optiwand	FIRE (Hold) Mirror Under Door/ Around Corner

PAUSE MENU

Press Escape to bring up the Pause Menu. This screen brings up the Objectives and Scores screen along with buttons for Settings, Resume and Abort.

On this screen, you will see your current objectives, procedures and team status as well as a map of the area.

You can choose to abort your mission by clicking on the Abort button at the top of the screen. This will take you directly to the debriefing screen which displays your score and the status of any objectives during your mission.

PLAYING SWAT 4

It's important to remember to follow SWAT procedure when on a mission. While SWAT 4 allows you to achieve the mission objectives using lethal force, some missions require that hostages and suspects not be hurt. Following SWAT procedures can help to ensure that innocent lives are not jeopardized while enforcing the law.

SWAT is a life-saving organization. Lethal force should be used only when the lives of officers or innocent civilians are at stake, and Lethal firearms should be used only in defense of life. The first course of action for any SWAT officer when encountering any suspect in the field is to shout compliance (Default Key: Middle Mouse Button while crosshairs are placed on target) to allow the suspect an opportunity to surrender peacefully. Civilians must also be asked to comply at the scene of a crime in order to ensure their safety as well as the safety of others. Once compliant, an individual may be handcuffed by an officer. All suspects and hostages should be handcuffed by the officers before the area is considered clear.

In order to satisfy the "Bring order to chaos" objective that is present on all career missions, all suspects must be arrested or neutralized. If suspects are neutralized while compliant or before given the chance to comply, a score penalty for violating SWAT protocol will be imposed at the end of the mission. To complete any civilian rescue objectives ("Rescue all of the civilians" or the rescue of specific, named person), the civilian(s) must be compliant and handcuffed. If any civilians are killed during a mission, the mission will fail.

COMMANDING YOUR TEAM

As the Element Leader of your SWAT team, you are in command of your AI team members. The aid of the AI officers in your element is crucial to your survival and success. Your element is divided into the blue and red teams, each with two officers. You may choose to give commands to the teams separately using the toggle command targets key (Default Key: TAB) or to the element as a whole (known as "Gold").

The quick command box in the lower right-hand corner is context-sensitive and will change depending on what your crosshairs are targeting. The color of the square indicates which team will receive your command. Pointing your crosshairs at a door will default to the "Open and Clear" command appearing in this box and pressing the quick command key (Default Key: SPACE BAR) will send the command to your teammates. Most general orders can be given with the quick command key.

The graphical command interface can be used (Default Key: Right Mouse Button) to give more specialized commands to your team members. Targeting a door and holding the graphical command interface button will give you more options than are available to you via the quick command box. You can order your team to open a door and deploy multiple types of grenades before entering into a room, use their Optiwand to mirror under the door for threats (if equipped in the pre-assault equipment loadout menu) and much more.

SECURING EVIDENCE

During a mission, neutralized and compliant suspects will drop their weapons on the ground. These weapons can be secured by walking up to them, targeting them and pressing the Use key (Default Key: Middle Mouse Button). You can also order your team members to secure weapons for you. There may also be objective items or weapons in a mission that need to be secured before the objective can be completed.

USING TACTICAL EQUIPMENT

The use of tactical equipment is critical for successfully completing missions. Locked doors can be breached by moving the door and targeting the lock. Targeting the lock high will display a BREACH icon on the screen. Pressing and holding FIRE (Default Key: Left Mouse Button) will result in your officer employing a noisy breaching item on the door (such as a C2 Explosive). Targeting the lock low will display a PICKLOCK icon on the screen. Pressing and holding FIRE will result in your officer picking the lock. Targeting the foot of a door will display an OPTIWAND icon on the screen (if the Optiwand was selected in during the loadout). Pressing and holding FIRE will result in your officer deploying the Optiwand to mirror under the door. Your AI officers can also be ordered to use their various tactical items during gameplay.

TAKING DAMAGE

When you take damage during a mission, the image of your officer in your heads-up display (HUD) will flash red in the area that sustained the damage. Taking damage to different areas of the body will result in different negative effects. Taking damage to either arm will lower your aiming accuracy and reduce the precision of the targeting reticule. Taking damage in your legs will result in slower movement. If you take too much damage during a mission, you will be killed, and the mission will fail.

REPORTING TO TOC

Any time the status of any person during a mission changes, the new status should be reported to TOC. Any civilians or suspects injured, dead or arrested must be reported by targeting them and pressing the Use key (Default Key: Middle Mouse Button). If any of your team members are incapacitated during a mission, not reporting them to TOC will result in a score penalty at the end of the mission.

SNIPERS AND VIEWPORTS

In any mission where snipers are present, the snipers will radio-in suspect sightings when they occur. When this happens, you can press the toggle sniper viewport key (Default Key: PAGE UP) to immediately bring up the viewport of the last-reported highground sighting. You can bring up the sniper viewport at any time by using the same key. Some missions have multiple snipers you can toggle through. When looking through a sniper viewport, the control viewport key (Default Key: CAPS LOCK) will enlarge the viewport and allow you to control the sniper with your mouse. Use the right mouse button to control the zoom of the rifle.

You can also toggle viewports for each of your AI team members. Each officer has a helmet camera through which you see from their point of view. You can toggle through the helmet cams of the officers on both Red Team (Default Key: INSERT) and Blue Team (Default Key: HOME). When controlling your officers through their viewports, you can give commands remotely and employ more complex multi-team tactics (such as seizing control of a room that has multiple entrances).

PAUSE AND OBJECTIVE SCREEN
Pressing ESCAPE or the Display Objectives and Scores key (Default Keys: B, M, and O) will bring up the objective screen. This screen will show the status of your mission objectives, display the procedures totals, give the status of all officers in your element and show the available map for the current mission. When using the ESCAPE key to access this screen, you will have the options of changing your game settings and aborting the current mission.

COMPLETING AND FAILING MISSIONS
Once all objectives are completed, a message will appear to notify you that the mission can be finished. To end the mission, press the ESCAPE key and click the DEBRIEF button. It is recommended that you secure all weapons and report all statuses to TOC before debriefing to increase your final score. If you fail any mission objectives, you can end the mission in the same way or you can keep playing through the level. However, you cannot successfully finish the mission until you restart the mission and complete all the objectives. You can fail a mission by failing any mission objective, or by being killed.

SCORING
Your best score for every mission on each difficulty is saved and can be viewed from the MISSION menu. You can get a better score by not injuring suspects or civilians, by keeping yourself and your officers uninjured and by securing all weapons and reporting all statuses to TOC.

TIPS AND TRICKS
- It is a good idea to have more than one AI officer carry an Optiwand in case one is incapacitated during a mission.

- It is a good idea to Optiwand around blind corners. Your AI officers can be ordered to Optiwand around most corners.

- Any suspects caught behind a door that is being blown by C2 will either be killed or momentarily stunned, depending on where they are standing in relation to the door.

- Crouching, moving slowly and firing in short bursts keep the targeting reticule tight and will make your shots more accurate.

- Officers ordered to STACK UP against a door will also automatically check the lock and report whether or not the door is open.

- Grenades are best used for clearing rooms before entering. Make sure to select the best grenade for the situation.

- Most primary and secondary weapons are equipped with a flashlight. Use these to illuminate dark areas that are difficult to see.

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